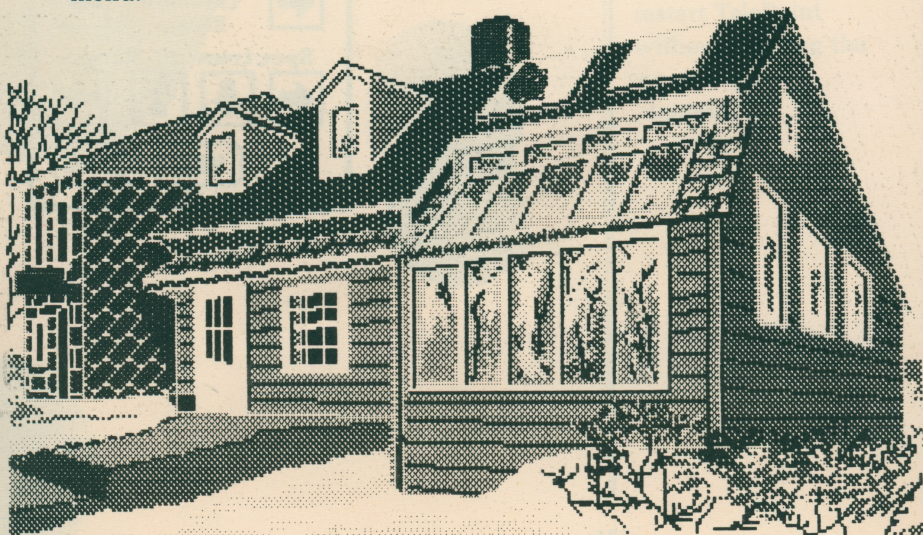


Sort Colors

Sort Colors allows you to reorder the color menu according to Hue, Saturation and Lightness. Select from the numbers to define the priority in which the color components are sorted. Select UP or DOWN to define the direction of the sorting. Setting Lightness to priority 1 and direction UP places the darkest colors at the beginning of the menu and the lightest colors at the end of the color menu.

Sort Colors

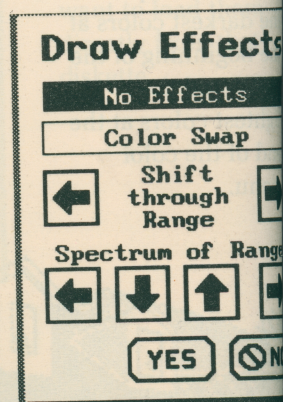
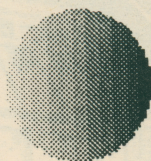
H	1	2	3	Up	Down
S	1	2	3	Up	Down
L	1	2	3	Up	Down



Draw Effects

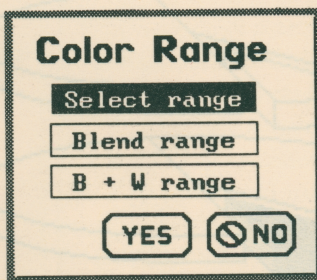
Draw Effects are special drawing effects that work with all the tools.

- Click Color Swap in the Pop-Up to make each tool work as a color swapper.
- Click Shift Through Range to have the colors in the selected color range appear consecutively with each stroke you draw.
- Click Spectrum of Range to draw figures with a rainbow like effect using the colors in your selected color range. On two color displays the shift will appear as a spray like gradation running from black to white.
- Click on No Effects to return to normal drawing.



Color Range

- Drag the cursor on the color menu to select a strip of colors you want to use. The Color Range pop up will then appear. To define a color range for Draw Effects click Select Range on the Pop-Up.
- Click on Blend Range to produce a gradation of colors between the two colors at the ends of the strip of colors you selected on the menu.
- Click on B&W Range to transform the strip of colors you selected into shades of gray.

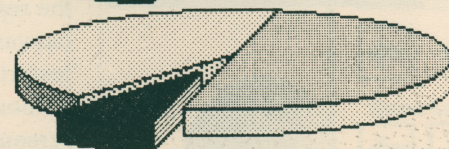
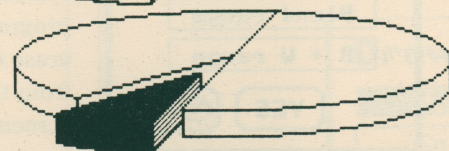
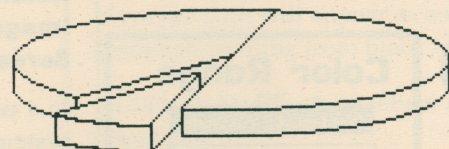
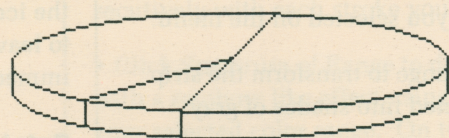
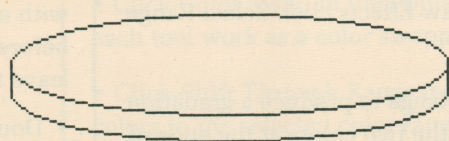


Exiting TelePaint

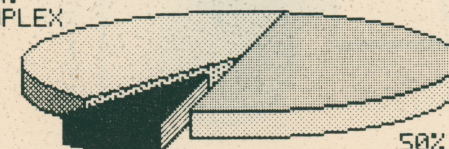
- Selecting the **Exit Icon** prompts you with a Pop-Up before it lets you leave the program.
- Double-clicking the icon allows you to leave immediately.

Retaining an Image on the Screen

In a two monitor system, leaving the program will not erase the picture from the color screen. However, the rest of the canvas is gone. To restart TelePaint without clearing the screen, type "tpaint/s".



33%
DUPLEX



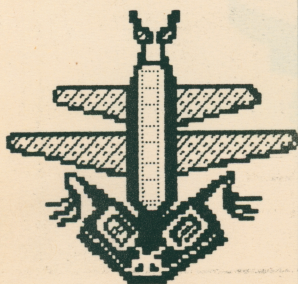
17%
SINGLE FAMILY

50%
APARTMENTS

CHAPTER 4

REFERENCE GUIDES

1. Tools Summary



Current Pattern.

Shows the current pattern chosen from the Tip and Pattern Menu at the bottom of the screen. Click in the Current Pattern Icon to display the Tip and Pattern Menu. Click any pattern in the menu to choose it. Double-clicking any pattern in the menu allows you to redefine it. Click the bar below the Current Pattern Icon to turn the menu on and off.

Current Tip.

Shows the current tip chosen from the Tip and Pattern Menu at the bottom of the screen. Click on the Current Tip Icon to display the Tip and Pattern Menu. Double-clicking a tip in the menu allows you to redefine it.



Pen. Draws a continuous line in any tip, pattern, or color.

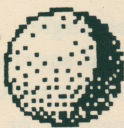
Line. Draws straight lines in any tip, pattern, or color.





Airbrush. Sprays with the current color or pattern. Pulls down to change size.

Paint-Bucket. Fills an area with the current color or pattern.



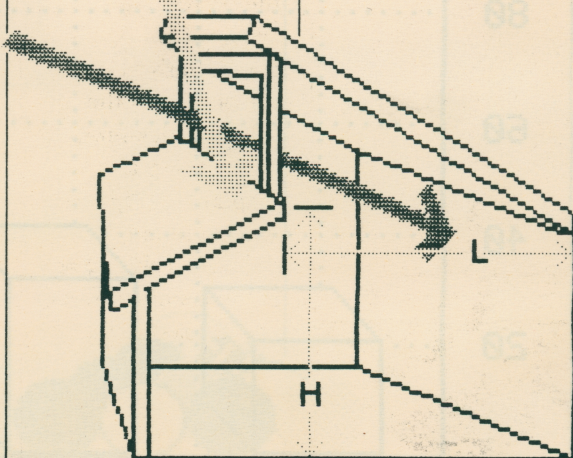
Current Color.

Shows the current color chosen from the Color Menu at the bottom of the screen.

Click on the Current Color Icon to display the Color Menu. Double-click on a color in the menu to adjust its color value.



Palette. Adjusts the color values of the current color. A Pop-Up lets you set the color with either Red-Green-Blue or Hue-Saturation-Lightness sliders.





Magnify. Select an area to enlarge and draw in detail. Draws simultaneously in the original size and enlarged.



Text. Click, then type at the keyboard whatever text is wanted on the screen. Pulls down to change typeface.

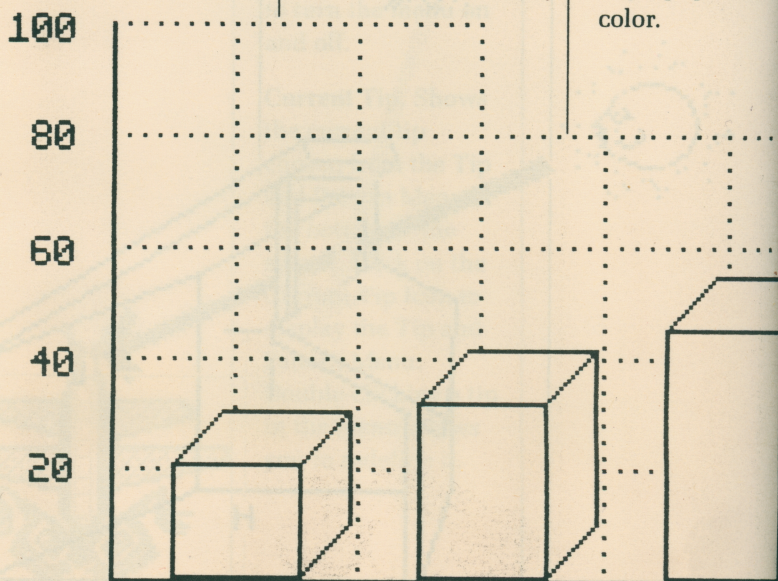


Outlined Circle. Draws outlined circles and ellipses using any tip, pattern, or color.

Filled Circle. Draws filled circles and ellipses using any tip, pattern, or color.

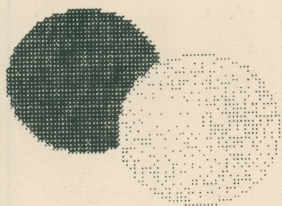
Outlined Rectangle. Draws outlined squares and rectangles using any tip, pattern, or color.

Filled Rectangle. Draws filled squares and rectangles using any tip, pattern, or color.



**Color Swapper.**

Swaps colors within a defined area. Double-clicking the icon turns on Color Swapper with the currently defined swaps.



Gridlock. Locks the cursor to an invisible grid. A Pop-Up lets you change grid size. Double-clicking the icon turns Gridlock on or off in the current grid size.

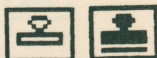
**Brush Mirrors.**

Mirrors whatever you draw on the screen. A Pop-Up lets you select the direction of reflection. Double-clicking the icon turns Brush Mirrors on or off in the current mirror selection.





Placement Modes:
Over, Under, & Replace. Controls the relationship of what you are drawing to images already on the canvas.

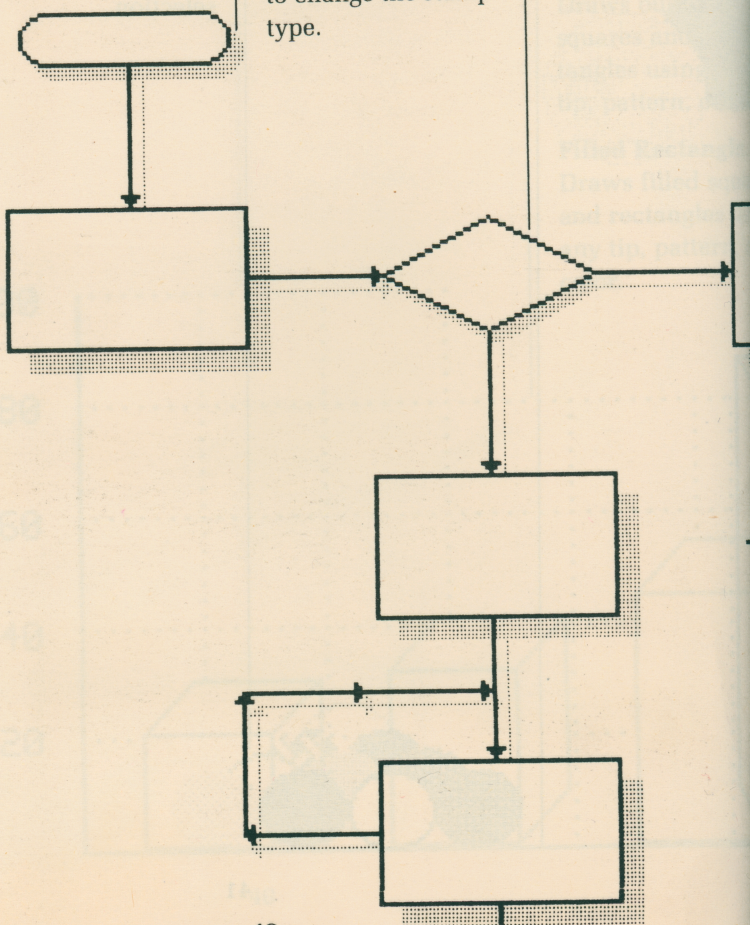


Make-Stamp.
Defines a rectangular area as your stamp.

Rubber-Stamp. A current stamp is stored here and may be "stamped" by clicking. Pulls down to change the stamp type.



Camera. Controls scanners and video digitizers.





Eraser. Erases where you drag the cursor. Pulls down to change size. Double-clicking the icon erases the entire canvas.



Save. Saves a canvas or a stamp in a file. Double-clicking the icon saves the canvas in the file "canvas.ss".

Load. Retrieves a previously saved canvas or stamp. Double-clicking the icon loads the image saved in "canvas.ss".



Print. Get a hard-copy of your canvas.





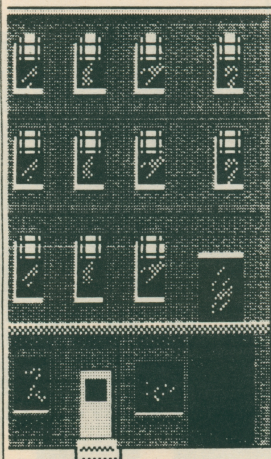
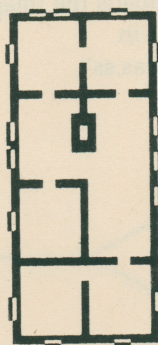
Help. Provides access to on-line help text for each icon. Click, then click on the icon, or press the function key you want information about.



Undo. Returns your canvas to its state just before you used the current tool.



Accessories. Pull down to a selection of special functions.
Control Panel. Turn the beeper on or off, or change the response speed of the mouse.
Font Path. Specify the drive and path from which to load fonts.
Sort Colors. Reorders the colors in the Color Menu according to either Hue, Saturation, or Lightness.





Flip Left. Flips a defined area of the screen from right to left.

Flip Up. Flips a defined area of the screen from top to bottom.

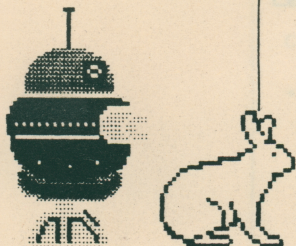
Rotate Stamp. Places a rotated image of the Rubber-Stamp on the screen.

Scale Stamp. Places a scaled image of the Rubber-Stamp on the screen.




















Draw Effects.

Special drawing effects that work with all tools. A Pop-up lets you select the effects. Choose No Effects to return to normal drawing.

Exit. Returns to DOS from TelePaint with a Pop-Up asking you to confirm your request to exit. Double-clicking the icon overrides the Pop-Up and allows you to exit in one step.



2. The Cursors

		Pen
		Line
		Airbrush
		Paint-Bucket
		Magnify
		Text
		Outlined Circle
		Filled Circle
		Outlined Rectangle
		Filled Rectangle
		Color Swapper
		Make-Stamp
		Rubber-Stamp
		Eraser
		Flip Left
		Flip Up
		Rotate 90°
		Scale

3. Double-Clicking Guide

Double-clicking:

- The **Eraser** clears the screen.
- **Gridlock** turns it on in the current grid size.
- **Brush Mirrors** turns the current mirrors on or off.
- **Color Swapper** turns it on in the currently defined Color Swaps.
- Any **tip or pattern** to redefine it.
- **Save** saves the canvas in the file canvas.ss. Getting into the habit of double-clicking Save allows you to restore a previous version of your picture.
- **Load** loads the current "canvas.ss" from the current drive and directory.
- **Exit** exits the program immediately.

4. Function Key Guide

Pressing:

- F1 removes or displays the menus so you can draw on the entire screen.
- F2 removes or displays the bottom menu.
- F3 makes the color under the cursor the current color.
- F4 is the same as selecting the Undo Icon.

5. Troubleshooting Guide

Nothing appears as you draw

Check the picture mode, you might be in Under Mode and be drawing under the image.

Check the current color, you might be trying to draw in the background color.

Check Draw Effects, some effects only work on certain colors.

There's no menu on the screen

Press <F1> on the keyboard.

One of the tips or patterns has disappeared

The tip or pattern was accidentally redefined as empty. Either (1.) Start Tele-Paint over, or (2.) Redefine the tip or pattern.

The lower menu has disappeared

Click the bar under the Current Pattern Icon or press the <F2> key.

6. Error Messages

Outside TelePaint

When you are trying to startup TelePaint you may get some error messages.

Error	Solution
Not enough memory available.	Remove TSR utility programs, or unused drivers, to free up memory. TelePaint requires a system with 640K memory.
Display not available.	The display type you selected in TPINSTAL is not available in your computer. Re-run TPINSTAL and select another display adapter.
Mouse driver not installed.	A mouse driver program must be installed for your pointing device. Check the directions for loading the driver that was provided with your mouse, tablet, or other pointing device.
Display not available and mouse driver not installed.	Run the installation utility TPINSTAL to configure TelePaint for the display adapter in your system. Be sure to install your mouse driver also.
Configuration file not found or incomplete.	Check to see that the configuration file TPAINT.INI is in the same directory as TelePaint. Re-run the installation utility TPINSTAL.

Inside TelePaint

Inside TelePaint error messages pop up in a box in the middle of the screen. Click to resume working in TelePaint.

Error	Solution
No Stamp Defined.	You have selected the stamp tool, or the rotate or scale stamp tools without first defining or loading a stamp.
No Color Range Selected.	You have selected either Shift Through Range or Spectrum of Range without first defining a color range. To define a color range drag the cursor over a strip of colors in the Color Menu.
Combining Color Menus...	This is an advisory message, calculating the new color palette takes time.
File Format Not Recognized.	The file you are attempting to load is not a TelePaint compatible image.
Image Conversion Not Supported.	The file you are attempting to load was saved from a different type of display adapter, and can not be converted to the format of the display you are using now.
Not Enough Memory.	There is not enough RAM memory in your system to complete the operation you have requested.
Unable to Access File. Try Again?	This message results from trying to access an image file that is "locked" on a network.

Unable to Create File. Try Again?	This message occurs when a file is write protected. Change the filename and click "yes" to try again.
File Already Exists. OK to Overwrite?	This is an advisory message that alerts you to the possibility of accidentally overwriting an image.
Unable to Find File. Try Again?	This message occurs when you start TelePaint with an image file name that doesn't exist, or if a printer driver or help file cannot be found. Change the file name and click on the "yes" key.
Printer Not Ready. Try Again?	Check to be sure your printer is turned on, switched online, and properly connected to the computer.
No Memory. Returning to DOS.	Not enough memory is available.
Cannot Create File.	Your current directory is full or write protected.
Bad Path Name.	Invalid or incorrect path name request.
Bad Drive.	Invalid or incorrect driver request.
Cannot Read File. Bad Disk or Bad File.	Something is wrong with the diskette or file. Consider copying the files and reformatting the diskette.
Cannot Write to File.	Your current directory or file is write protected.
No Disk Space to Save File.	Your diskette does not have enough space left to save the file requested.
Disk Drive Not Ready.	Close drive door; if closed, open and check for presence of disk.
File Not Found.	File does not exist on current disk.

7. Notes On Printer Drivers

1. **All Printers:** If printing is stopped in process, for instance the cable comes unplugged or the power is turned off, the printer should be reset before starting to print again. (To stop printing on purpose hold a mouse button down for a few seconds.)
2. **Serial Printers:** Before printing on a serial printer, you must initialize the serial port on your computer and re-direct output from the parallel printer port to the serial port. These two steps are executed with the MODE command before starting TelePaint. If you have a serial printer connected to Com 1, you would first type the following command:

```
mode com1:9600,n,8,1,p <RETURN>
```

The parameters following the colon set the baud rate (9600), parity (n), databits (8), stopbits (1), and indicate that time-out error should be continuously retried. These parameters must match those of your printer. (If you have further questions, refer to the DOS and printer manuals.) Type the following command to redirect output to the serial port:

```
mode 1pt1:=com1 <RETURN>
```

If you want to verify that your system is now operating as you expect, send a short text file to your printer by typing:

```
copy FILENAME 1pt1: <RETURN>
```

If the file is printed, you are ready to start TelePaint. If the file is not printed, you should start over, referring to the printer manual, checking the DIP switches on your printer, the cable, etc.

Other serial devices, such as a serial mouse, should be installed first before installing the printer using the above procedure.

Serial printer drivers do not respond if the cable is unplugged or the printer power is turned off. TelePaint will continue sending data until the end of the image. As with parallel printers, holding down a mouse button will stop a print in process.